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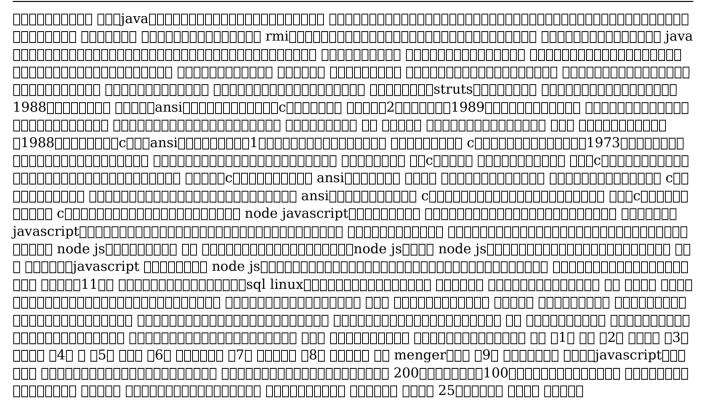
this highly practical cookbook is comprised of easytofollow stepbystep recipes to improve your efficiency and take your axure skills to the next level of expertise if you are a designer information architect business analyst or user experience professional who wants to gain advanced prototyping skills with axure this book will be ideal for you some experience with prototyping is preferred if you are a user experience professional designer information architect or business analyst who wants to gain interactive prototyping skills with axure then this book is ideal for you some familiarity with axure is preferred but not essential with forewords by jan bosch nokia and antero taivalsaari sun microsystems learn how to programme the mobile devices of the future the importance of mobile systems programming has emerged over the recent years as a new domain in software development the design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment memory awareness limited performance security and limited resources with features that are needed in workstation environment modifiability run time extensions and rapid application development programming mobile devices is a comprehensive practical introduction to programming mobile systems the book is a platform independent approach to programming mobile devices it does not focus on specific technologies and devices instead it evaluates the component areas and issues that are common to all mobile software platforms this text will enable the designer to programme mobile devices by mastering both hardware aware and application level software as well as the main principles that guide their design programming mobile devices provides a complete and authoritative overview of programming mobile systems

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discusses the major issues surrounding mobile systems programming such as understanding of embedded systems and workstation programming covers memory management the concepts of applications dynamically linked libraries concurrency handling local resources networking and mobile devices as well as security features uses generic examples from javatm and symbian os to illustrate the principles of mobile device programming programming mobile devices is essential reading for graduate and advanced undergraduate students academic and industrial researchers in the field as well as software developers and programmers splunk splunk splunk 1 splunk 1 splunk 2 splunk 3 splunk 4 5 2 6 7 8 this book discusses important topics for engineering and managing software startups such as how technical and business aspects are related which complications may arise and how they can be dealt with it also addresses the use of scientific engineering and managerial approaches to successfully develop software products in startup companies the book covers a wide range of software startup phenomena and includes the knowledge skills and capabilities required for startup product development team capacity and team roles technical debt minimal viable products startup metrics common pitfalls and patterns observed as well as lessons learned from startups in finland norway brazil russia and usa all results are based on empirical findings and the claims are backed by evidence and concrete observations measurements and experiments from qualitative and quantitative research as is common in empirical software engineering the book helps entrepreneurs and practitioners to become aware of various phenomena challenges and practices that occur in real world startups and provides insights based on sound research methodologies presented in a simple and easy to read manner it also allows students in business and engineering programs to learn about the important engineering concepts and technical building blocks of a software startup it is also suitable for researchers at different levels in areas such as software and systems engineering or information systems who are

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Axure RP Prototyping Cookbook 2014 this highly practical cookbook is comprised of easytofollow stepbystep recipes to improve your efficiency and take your axure skills to the next level of expertise if you are a designer information architect business analyst or user experience professional who wants to gain advanced prototyping skills with axure this book will be ideal for you some experience with prototyping is preferred

Learning Axure RP Interactive Prototypes 2015-01-31 if you are a user experience professional designer information architect or business analyst who wants to gain interactive prototyping skills with axure then this book is ideal for you some familiarity with axure is preferred but not essential Rapid Prototyping for Object-oriented Systems 1990 with forewords by jan bosch nokia and antero taivalsaari sun microsystems learn how to programme the mobile devices of the future the importance of mobile systems programming has emerged over the recent years as a new domain in software development the design of software that runs in a mobile device requires that developers combine the rules applicable in embedded environment memory awareness limited performance security and limited resources with features that are needed in workstation environment modifiability run time extensions and rapid application development programming mobile devices is a comprehensive practical introduction to programming mobile systems the book is a platform independent approach to programming mobile devices it does not focus on specific technologies and devices instead it evaluates the component areas and issues that are common to all mobile software platforms this text will enable the designer to programme mobile devices by mastering both hardware aware and application level software as well as the main principles that guide their design programming mobile devices provides a complete and authoritative overview of programming mobile systems discusses the major issues surrounding mobile systems programming such as understanding of embedded systems and workstation programming covers memory management the concepts of applications dynamically linked libraries concurrency handling local

resources networking and mobile devices as well as security features uses generic examples from javatm and symbian os to illustrate the principles of mobile device programming programming mobile devices is essential reading for graduate and advanced undergraduate students academic and industrial researchers in the field as well as software developers and programmers

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Programming Mobile Devices 2007-02-06 this book discusses important topics for engineering and managing software startups such as how technical and business aspects are related which complications may arise and how they can be dealt with it also addresses the use of scientific engineering and managerial approaches to successfully develop software products in startup companies the book covers a wide range of software startup phenomena and includes the knowledge skills and capabilities required for startup product development team capacity and team roles technical debt minimal viable products startup metrics common pitfalls and patterns observed as well as lessons learned from startups in finland norway brazil russia and usa all results are based on empirical findings and the claims are backed by evidence and concrete observations measurements and experiments from qualitative and quantitative research as is common in empirical software engineering the book helps entrepreneurs and practitioners to become aware of various phenomena challenges and practices that occur in real world startups and provides insights based on sound research methodologies presented in a simple and easy to read manner it also allows students in business and engineering programs to learn about the important engineering concepts and technical building blocks of a software startup it is also suitable for researchers at different levels in areas such as software and systems engineering or information systems who are studying advanced topics related to software business Innocent in Palo Alto: From the Diary of a Think Tank Dweller 2013-02-05 \square

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